

viii. using the numeral "69" has been used to designate both pins and sections; and

(b) rejected Claims 1-4, 18-25 and 29-61 anticipated by Adams (U.S.

5,882,261).

Based on the following amendments and remarks, the application is deemed to be in condition for allowance and publication is respectfully requested.

IN THE SPECIFICATION

*Please insert at page 1, after the title and before line 1, --This is a continuation --*  
*in-part of U.S. Application Serial No. 09/856,869, filed on May 28, 2001 and entitled*  
*~~A1~~ SLOT MACHINE PIN AND BALL GAME*

*Please amend the paragraph at page 8, lines 23-29 of the specification as shown in the Appendix in "marked-up" form and in "clean" form below:*

*A2*  
As the balls 44 fall through the pins 43 and are collected in buckets 41, if each of the pins in the row 45 is hit (ie, by a different ball in this game, but in other games possibly by the same ball were rebounding and/or flippers are provided), a feature prize is awarded. A second feature is provided if all balls hit a particular pin 46. A third feature is provided if all balls fall into a single bucket 47. A fourth feature 48 is awarded if at least one ball falls into each bucket 41.

*Please amend paragraph at page 9, lines 3-7 of the specification as shown in the Appendix in "marked-up" form and in "clean" form below:*

Figure 6 illustrates a basic game screen layout without additional game features.

It should be noted that the different prize rows 42 under the buckets could be awarded

*a3* for different numbers of balls, different types of balls (eg. shape, colour) or different ball combinations landing in the buckets; or even different ball drop patterns or similar.

Please amend the paragraph at page *7*, lines 8-23 of the specification as shown in the Appendix in "marked-up" form and in "clean" form below:

*a4* Figure 7 illustrates a game screen layout with a set of preferred features. In this embodiment the number of balls 44 dropped is dependent upon the number of credits staked (for example 1 credit buys 10 balls). A series of holes 52 are located amongst the pins such that if a ball passes over that point it will disappear from the screen. Balls that manage to avoid all of the holes 52 will either drop into a bucket 41 or through the chocolate wheel 51 at the bottom of the display. The balls 44 are in 3 different colours (randomly selected) 53, 54, 55 and prizes are paid at the end of the ball drop according to the colour of any balls that made it to a bucket 41. In the case of the chocolate wheel 51, prizes are awarded for each ball that drops through the chocolate wheel, causing the chocolate wheel to spin. The prize paid for the chocolate wheel is dependent upon the position in which the wheel stops. A feature is also included where one of the rows 56 below the holes contains pins that become lit when they are hit. If 3 or more pins become lit in one game then 10 free games are awarded during which all of the holes are replaced by pins (hence guaranteeing a prize for each ball).

Please amend paragraph at page 13, lines 3-10 of the specification as shown in the Appendix in "marked-up" form and in "clean" form below: